

FIG.1 PRIOR ART

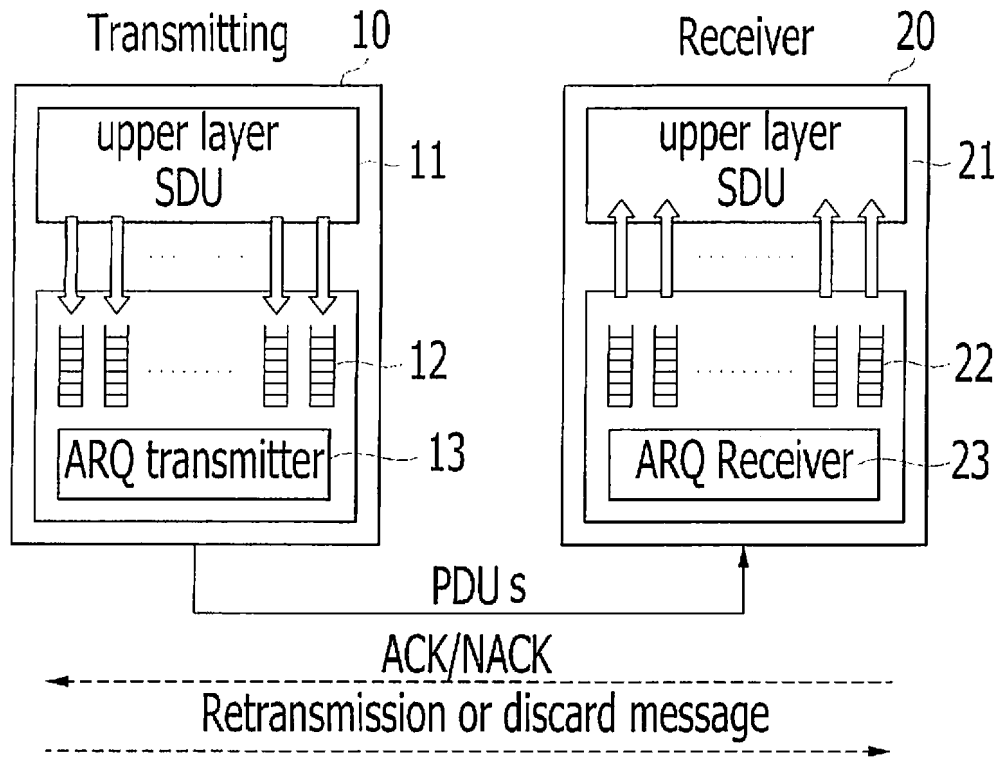


FIG.2 PRIOR ART

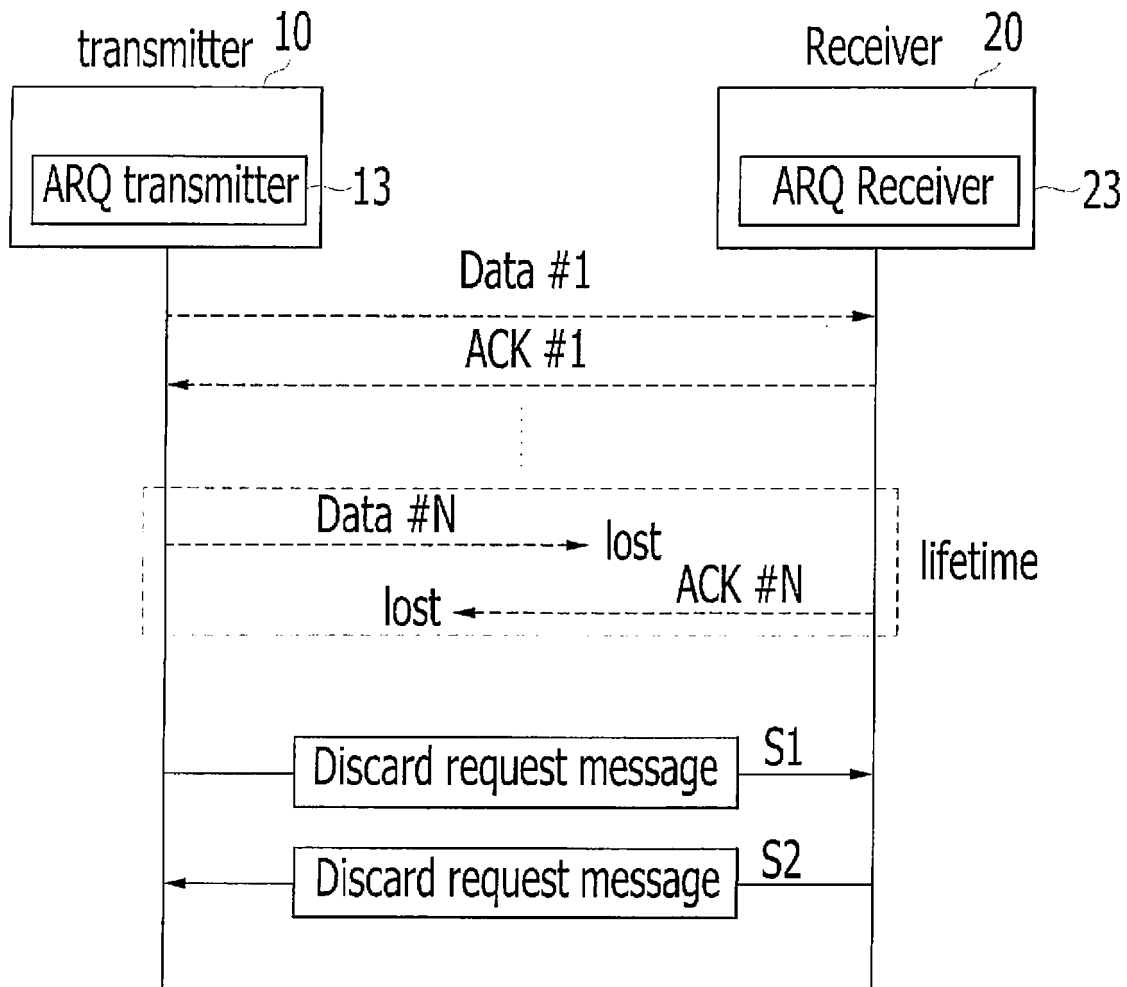


FIG.3 PRIOR ART

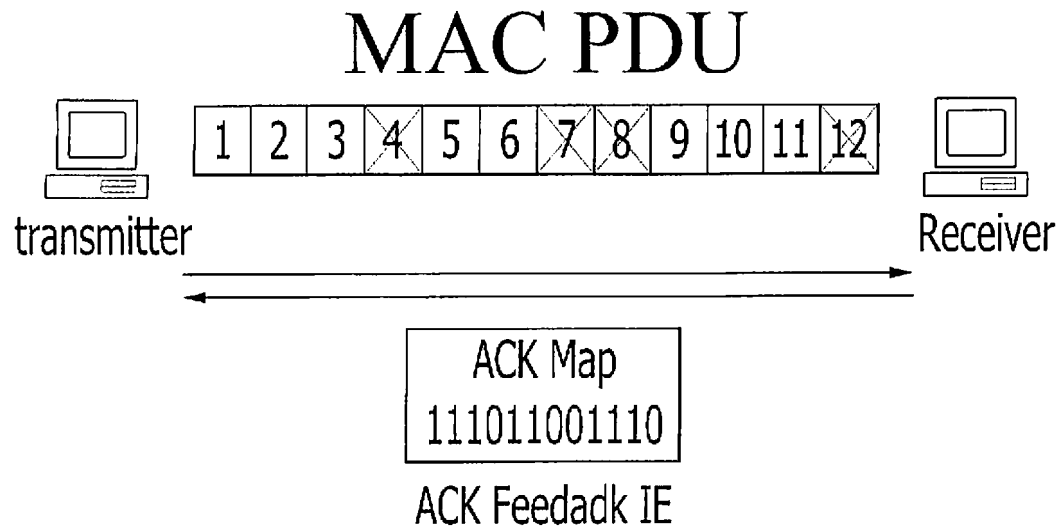


FIG.4 PRIOR ART

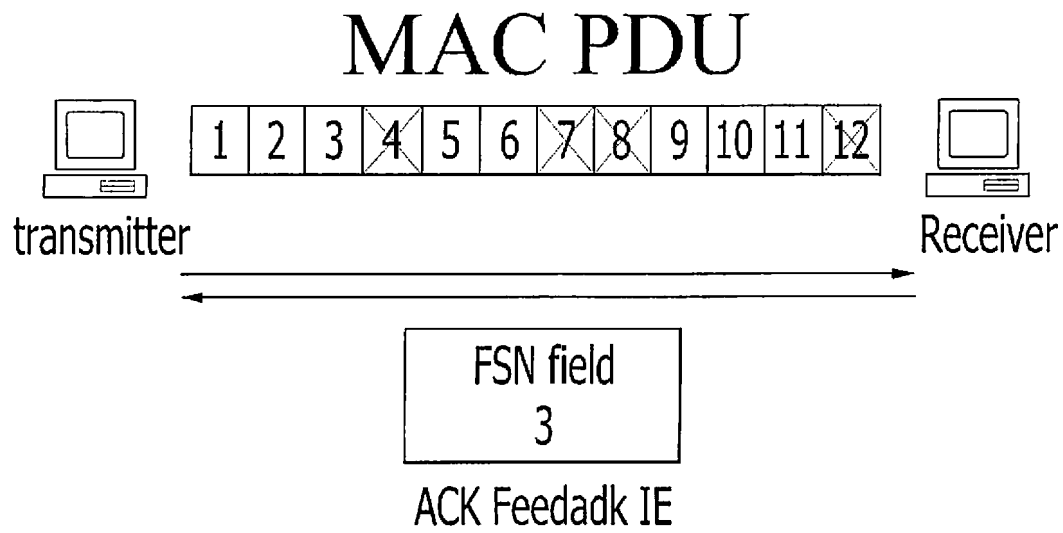


FIG.5 PRIOR ART

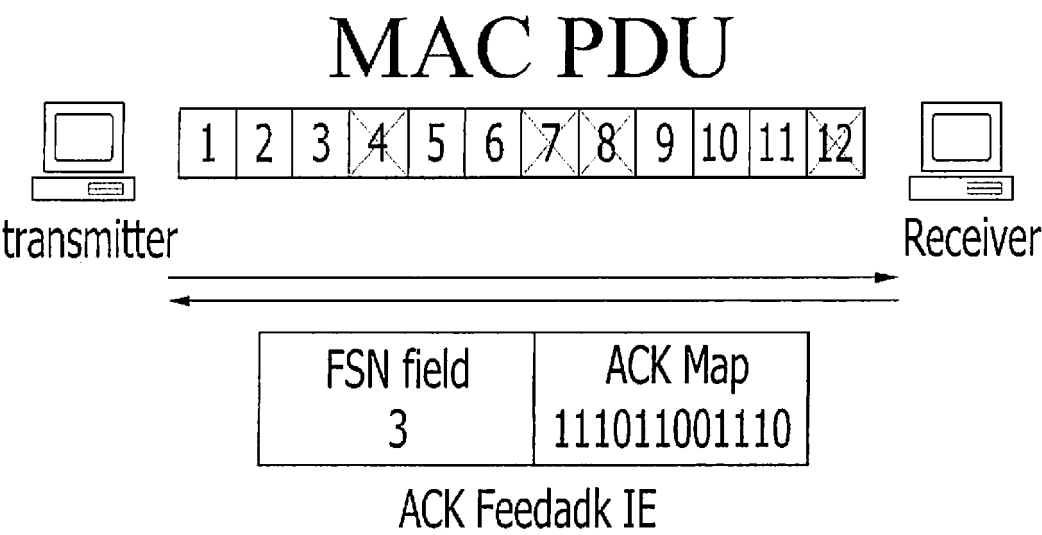
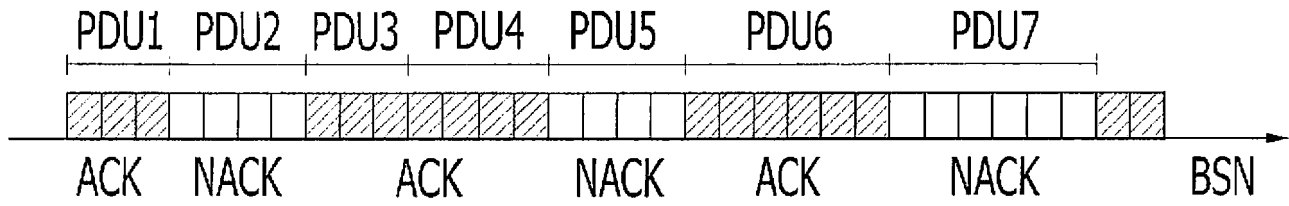


FIG.6



REPLACEMENT SHEET

FIG.7

적용 가능 유효 패턴	
... 1111 101 1111 1111 1111 1xxx xxxx ...	1: ACK
... 1111 1001 1111 1111 1111 1xxx xxxx ...	0: NACK
... 1111 10001 1111 1111 1111 1xxx xxxx ...	x: ACK or NACK
... 1111 1000 01 1111 1111 1111 1xxx xxxx ...	1: First Cumulative ACK end block
...	1: Second Cumulative ACK start
... 1111 1000 0000 0000 0001 1xxx xxxx ...	block
... 1111 1000 0000 0000 0000 1xxx xxxx ...	

REPLACEMENT SHEET

FIG.8

Syntax	Size	Notes
ARQ_feedback_IE (LAST) {	variable	
CID	16 bits	The ID of the connection being referenced.
LAST	1 bit	0 = More ARQ feedback IE in the list. 1 = Last ARQ feedback IE in the list.
ACK Type	2 bits	0x0 = Selective ACK entry 0x1 = Cumulative ACK 0x2 = Cumulative with Selective ACK 0x3 = Cumulative Bulk ACK
BSN	11 bits	
Number of ACK Maps	2 bits	The field indicates the number of ACK maps: If ACK Type == 01, 0x0 = 0, 0x1 = 1, 0x2 = 2, 0x3 = 3; Otherwise, 0x0 = 1, 0x1 = 2, 0x2 = 3, 0x3 = 4.
if (ACK Type!= 01) {		
for (i=0; i< Number of ACK Maps + 1; ++i) {		
ACK Map	16 bits	This field has different format according to ACK Type. See ACK Map.
}		
}		
}		

REPLACEMENT SHEET

FIG.9

Syntax	Size	Notes
ACK MAP {	16 bits	
if (ACK Type == 03) {		
BSN	11 bits	BSN value indicates that its corresponding block and successive Length blocks have been successfully received.
Length	5 bits	
}		
else {		
Bit Map	16 bits	In the Bit Map, 1 means that the corresponding block has been successfully received, and 0 means that the corresponding block has not been successfully received.
}		
}		

REPLACEMENT SHEET

FIG.10

Syntax	Size	Notes
ACK MAP {	16 bits	
if (ACK Type == 03) {		
Bulk Type	3 bits	Bulk Type indicates the ACK/NACK of the corresponding three bulks (1: ACK, 0: NACK): 1 st bit: ACK/NACK of the first bulk, 2 nd bit: ACK/NACK of the second bulk, 3 rd bit: ACK/NACK of the third bulk.
First Bulk Length	5 bits	The number of blocks (or BSNs) in the first bulk.
Second Bulk Length	4 bits	The number of blocks (or BSNs) in the second bulk.
Third Bulk Length	4 bits	The number of blocks (or BSNs) in the third bulk.
}		
else {		
Bit Map	16 bits	In the Bit Map, 1 means that the corresponding block has been successfully received, and 0 means that the corresponding block has not been successfully received.
}		
}		

REPLACEMENT SHEET

FIG.11

Syntax	Size	Notes
ACK MAP {	16 bits	
if (ACK Type == 03) {		
Bulk Type	3 bits	Bulk Type indicates the ACK/NACK of the corresponding three bulks (1: ACK, 0: NACK): 1 st bit: ACK/NACK of the first bulk, 2 nd bit: ACK/NACK of the second bulk, 3 rd bit: ACK/NACK of the third bulk.
First Bulk Length	4 bits	The number of blocks (or BSNs) in the first bulk.
Second Bulk Length	4 bits	The number of blocks (or BSNs) in the second bulk.
Third Bulk Length	4 bits	The number of blocks (or BSNs) in the third bulk.
Reserved	1 bit	
}		
else {		
Bit Map	16 bits	In the Bit Map, 1 means that the corresponding block has been successfully received, and 0 means that the corresponding block has not been successfully received.
}		
}		

REPLACEMENT SHEET

FIG.12

Syntax	Size	Notes
ACK MAP {	16 bits	
if (ACK Type == 03) {		
Bulk Configuration	1 bit	0: the number of bulks is 2 1: the number of bulks is 3
If (Bulk Configuration == 0) {		
Bulk Type	2 bits	Bulk Type indicates the ACK/NACK of the corresponding three bulks (1: ACK, 0: NACK): 1 st bit: ACK/NACK of the first bulk, 2 nd bit: ACK/NACK of the second bulk.
First Bulk Length	6 bits	The number of blocks (or BSNs) in the first bulk.
Second Bulk Length	6 bits	The number of blocks (or BSNs) in the second bulk.
Reserved	1 bits	
}		
Else if (Bulk Configuration == 1) {		
Bulk Type	3 bits	Bulk Type indicates the ACK/NACK of the corresponding three bulks (1: ACK, 0: NACK): 1 st bit: ACK/NACK of the first bulk, 2 nd bit: ACK/NACK of the second bulk, 3 rd bit: ACK/NACK of the third bulk.
First Bulk Length	4 bits	The number of blocks (or BSNs) in the first bulk.
Second Bulk Length	4 bits	The number of blocks (or BSNs) in the second bulk.
Third Bulk Length	4 bits	The number of blocks (or BSNs) in the third bulk.
}		
else {		
Bit Map	16 bits	In the Bit Map, 1 means that the corresponding block has been successfully received, and 0 means that the corresponding block has not been successfully received.
}		
}		

REPLACEMENT SHEET

FIG.13

Syntax	Size	Notes
ACK MAP {	16 bits	
if (ACK Type == 03) {		
NACK Bulk Length	4 bits	The number of blocks (or BSNs) in the NCK bulk.
ACK Bulk Length	4 bits	The number of blocks (or BSNs) in the ACK bulk.
NACK Bulk Length	4 bits	The number of blocks (or BSNs) in the NACK bulk.
ACK Bulk Length	4 bits	The number of blocks (or BSNs) in the ACK bulk.
}		
else {		
Bit Map	16 bits	In the Bit Map, 1 means that the corresponding block has been successfully received, and 0 means that the corresponding block has not been successfully received.
}		
}		

REPLACEMENT SHEET

FIG.14

Syntax	Size	Notes
ACK MAP {	16 bits	
if (ACK Type == 03) {		
Bulk Configuration	1 bit	0: the number of bulks is 2 1: the number of bulks is 3
If (Bulk Configuration == 0) {		
First Bulk Length	6 bits	The number of blocks (or BSNs) in the first bulk, the first bulk is always NACK when this ACK MAP is the first entry.
Next Bulk Flag	1 bit	Indicates the ACK/NACK of the next bulk
Second Bulk Length	6 bits	The number of blocks (or BSNs) in the second bulk.
Next Bulk Flag	1 bit	Indicates the ACK/NACK of the next bulk
Reserved	1 bits	
}		
Else if (Bulk Configuration == 1) {		
First Bulk Length	4 bits	The number of blocks (or BSNs) in the first bulk; the first bulk is always NACK when this ACK MAP is the first entry.
Next Bulk Flag	1 bit	Indicates the ACK/NACK of the next bulk
Second Bulk Length	4 bits	The number of blocks (or BSNs) in the second bulk.
Next Bulk Flag	1 bit	Indicates the ACK/NACK of the next bulk
Third Bulk Length	4 bits	The number of blocks (or BSNs) in the third bulk.
Next Bulk Flag	1 bit	Indicates the ACK/NACK of the next bulk
}		
}		
else {		
Bit Map	16 bits	In the Bit Map, 1 means that the corresponding block has been successfully received, and 0 means that the corresponding block has not been successfully received.
}		
}		

FIG.15

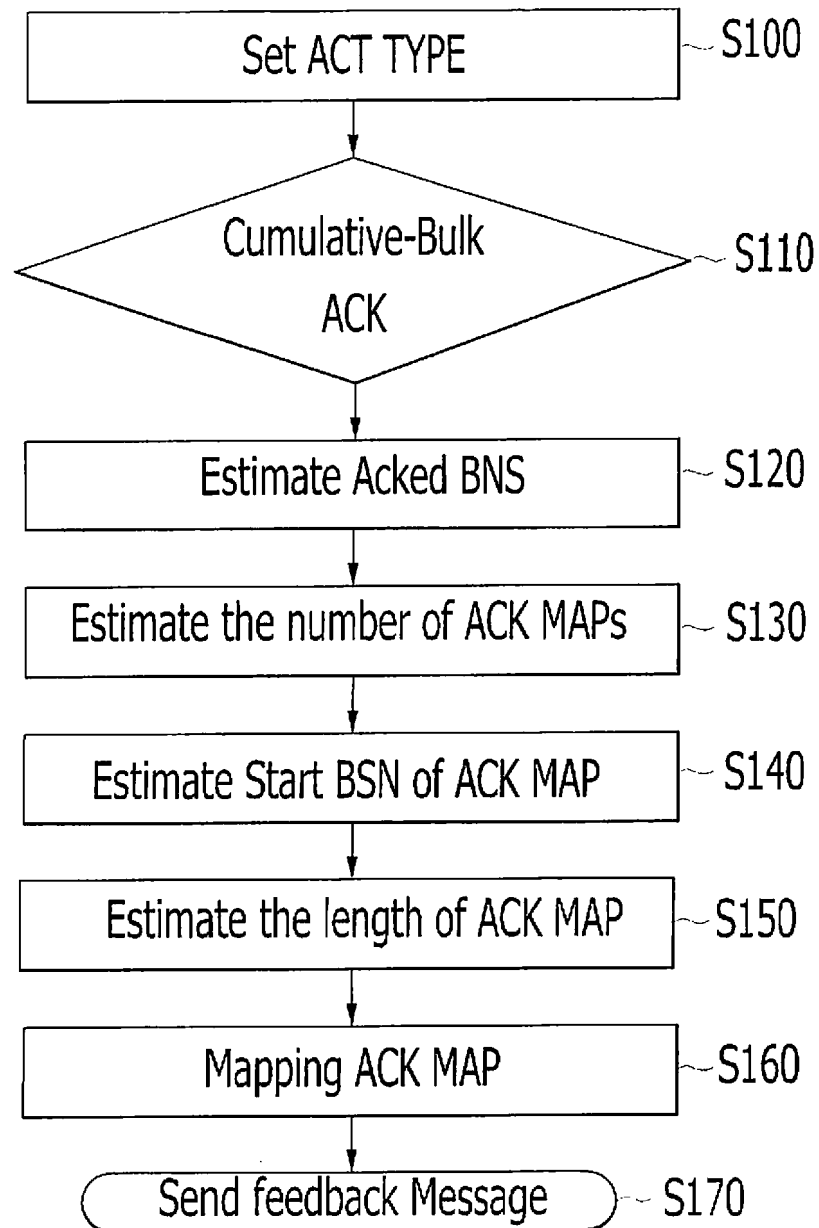


FIG.16

